

27 Aug 01

DEPARTMENT OF THE AIR FORCE
Aerospace Basic Course (AETC)
Maxwell Air Force Base, Alabama 36112

LESSON PLAN

A1730, BLUE THUNDER II EXECUTION

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RECORD OF CHANGES

CHANGE NUMBER	REMARKS
New Lesson	Supercedes ABC lesson 1415 dated 7 Aug 00

SUMMARY OF CHANGES

EDUCATIONAL GOALS

A1000 Area Objective: Apply aerospace power capabilities and officership principles to warfighting.

A1700 Phase Objective: Apply Joint aerospace operations planning and execution tools effectively to complete the Blue Thunder wargame.

A1730 – BLUE THUNDER II EXECUTION

Criterion Objective:

GIVEN:	PERFORMANCE:	STANDARDS:
<ul style="list-style-type: none">• Blue Thunder II Scenario• Gaming Tools• ACES Reports• AFDD 1• AFDD 2	<ul style="list-style-type: none">• Analyze ACES reports• Develop/Modify Master Air Attack Plan (MAAP) and develop update brief• Brief MAAP to JFACC• Input MAAP changes into the system	<ul style="list-style-type: none">• During the first one and a half hours of the game turn, analyze reports and prepare a update brief for JFACC• Within 5 hours of start time, develop/modify your MAAP and pre-brief the AOC Director• At the 6 hour point, brief your MAAP Modifications to the JFACC• By the six and a half hour point have all modifications input to the GUI

Lesson Description: Students are given current ACES reports to continue MAAP development. During the execution phase, they will consider logistical and sustainment factors, target selection, force allocation, and the overall concept of operations in light of the current situation. Students brief the JFACC on their progress and plan. They incorporate the JFACC's guidance into the MAAP to maximize the impact of friendly forces. At the end of each game turn, students input their data into the database.

Prerequisite(s): Completion of Blue Thunder II Planning

Preparation: Be familiar with the content of the planning documents
Be familiar with BT INTELINK

Optional: None

Rationale/Linkage: The students continue implementing concepts from the JAOP process to meet theater objectives while incorporating their knowledge of aerospace systems and capabilities, integration and packaging, the core competencies, Air Force doctrinal perspectives, and team dynamics to modify the MAAP. Realization of the wargame objectives depends upon their ability to quickly assess the current situation and modify their plan to account for changes. The execution phase should provide many points of discussion during the Blue Thunder II debrief.

INSTRUCTIONAL PLAN

1. **TITLE AND LENGTH OF LESSON:** BLUE THUNDER II EXECUTION, (14:00)
2. **RELATION TO OTHER INSTRUCTION:** In order to maintain coherency and cohesiveness within the MAAP, the students must have a clear picture of how to achieve theater objectives. If the students have not achieved a solid overall strategy, you must get them motivated. To be effective and continue in the wargame, they must have a feasible combat plan ready for adjudication by the end of the first game turn. Get them focused on achieving the core competencies and how we integrate and package forces. Record your observations to provide effective feedback during the Blue Thunder II debrief.
3. **GENERAL METHOD OF INSTRUCTION:**
 - a. **Presentation Method:** Guided Performance
 - b. **Time Outline:** (for two game days)

Segment Time	Total Time	Description
0:05	(0:15)	ISR Assessment
0:15	(0:30)	JFACC Guidance & Intent
0:15	(0:45)	AOC Director Comments
1:45	(2:30)	Target Identification
2:30	(5:00)	Building Packages/MAAP Briefing Prep
0:30	(5:30)	Pre-Brief AOC Director
0:30	(6:00)	MAAP Refinement / GUI Input
0:30	(6:30)	JFACC MAAP Brief / GUI Input
0:15	(6:45)	GUI Input
0:15	(7:00)	End X

c. Instructor Preparation:

- Review lesson plan and FC Processes & Procedures
- Practice using the ACES interface to accomplish all types of data input
- Understand the Blue Thunder II scenario and support material
- Review ACES reports (Provided after adjudication)

d. Instructor Aids/Handouts:

- A1720-A2, Flight Commander Processes & Procedures
- Blue Thunder II Handbook
- ACES Reports (Provided after adjudication)

e. Student Preparation:

- Be familiar with the contents of the planning documents
- Be familiar with BT INTELINK

f. Strategy: The students expand their experience with the concepts and definitions taught throughout the course in an interactive environment. The Flight Commander (FC) will provide broad guidance and assign tasks for the students to perform. To assist the students, the FC checklists will be available for additional guidance. There are many checkpoints throughout the day for the FC to guide the process. These checkpoints provide an opportunity to discuss ideas and offer additional guidance, if necessary. This interaction should keep the students on course.

g. References:

- N/A

4. DETAILS OF INSTRUCTION

a. EXECUTION: (0:00 – 6:45)

{Instructor Notes: The timeline for each execution day is located in your A2 attachment from the A1720 lesson. Ensure that your student AOC Deputy Director has the H1, Student Processes & Procedures, handout from the planning day. Allow your deputy to keep the class on track with the timeline. Provide guidance as needed.}

b. END X: (6:45 – 7:00)

End X will occur at the 6 hr 45 minute point of each execution day. At that time please ensure your students are logged off of the GUI and begin execution your End of Day Checklist.

{Instructor Note: If this the end of the second execution day, make sure you follow the Final Day checklist from the A1720 lesson. Make sure the students have enough time to get ready for the retreat ceremony as well.}

We'll see you tomorrow and look at the results of your plan. Let's hope for the best.